



CUBASE₆



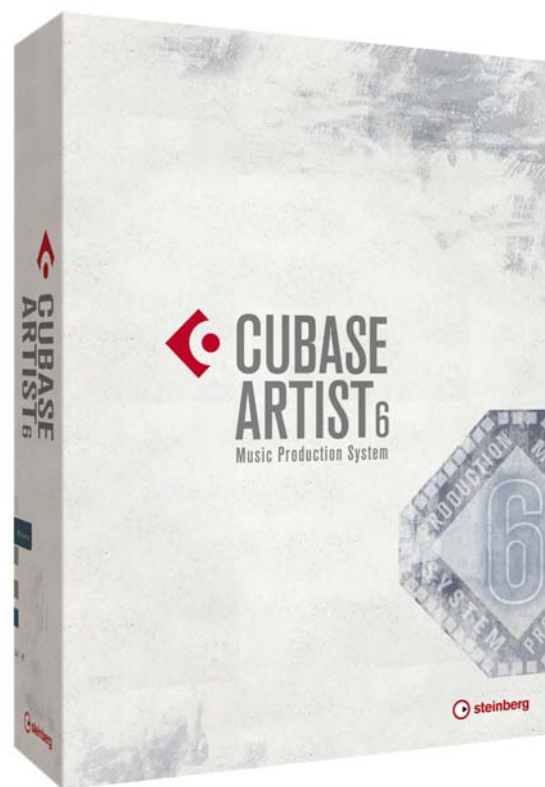
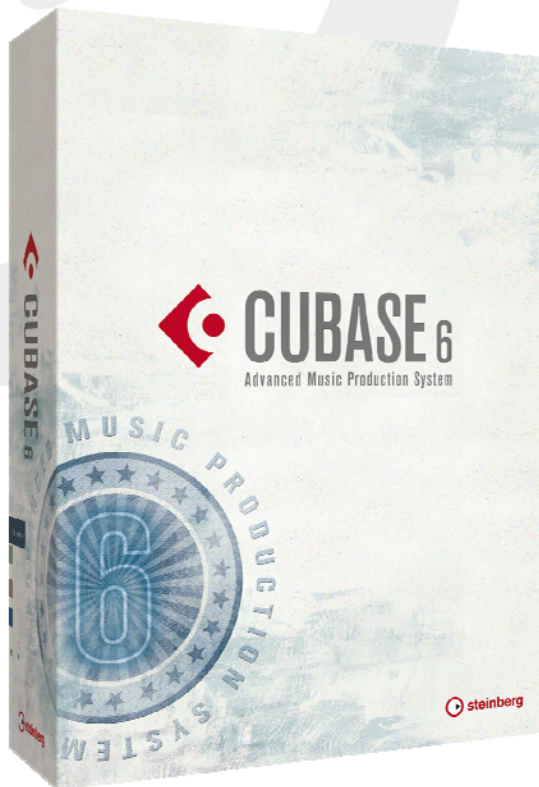
CUBASE ARTIST₆

Version History

Known issues and solutions

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Steinberg Media Technologies GmbH



About

Congratulations and thank you for using Cubase 6!

This document lists all update changes, fixes and improvements as well as known issues and solutions for the Cubase 6 product family.

Please note that the *Known issues and solutions* section contains issues that might concern specific Cubase versions only. Please make sure to read thru this section before contacting Steinberg support.

We wish you creativity and success using Cubase 6!

Your Steinberg team



Version History 6.0.0

Initial release. Please take a look in the ReadMe for a quick rundown of the major new features.



Known issues and solutions

The following table describes issues you may encounter using Cubase as well as possible workarounds.

ID #	Issue	Solution
27682	[ASIO Devices] * Application may crash when trying to access the Control Panel of RME audio devices.	Please check the RME website for driver/software component updates.
27406	[Audio / Bounce Selection] * When you have bounced from range-selection the resulting audio files may run out of sync when enabling musical mode.	This is caused by wrong Snap point position. Move Snap Point of all resulting audio-files to event-start, then enable Musical Mode.
27549	[AudioWarp] * Toggling Cycle on/off short before reaching the right locator may produce an audible artifact when using one of the élastique Pro AudioWarp presets.	There is currently no workaround except to avoid this.
n/a	[Cubase Start Center] * Start Center does not launch, so Cubase installer can no be started.	Open the Cubase disk manually. Mac OS X: Go into the folder "Cubase for Mac OS X" and double click "Cubase.mpkg". PC Windows: Go into the folder "Cubase for Windows" and double click "Setup.exe".
22805	[Export] * Channel Batch export may start to export data even if there is not enough disk space for all data available.	Please make sure to export with plenty of disk space available.
19325	[Export] * Multichannel interleaved files are not compatible with other applications (e.g. Dolby Tools).	Use the option "Don't use Extensible wave format" in the Audio Export Mixdown window.
22670	[Freeze] * Frozen files are excluded from sample rate conversion when changing project sample rate	Unfreeze before project sample rate change.
19819	[General] * If system is short before running out of RAM, the application may behave erratically or crashes."	This can happen if a memory-intensive Instrument is loaded in such situations (e.g. a sampler VSTi). Reduce memory load by e.g. freezing Instruments or exporting them to audio files, then removing memory-intensive Instruments. Please be aware of maximum usable RAM, depending on the operating system. Consider to use a 64-bit OS with the 64-bit version of Cubase.
20376	[Hardware] * CC121 Controller: Automatic configuration doesn't work if Cubase was launched before the CC121 was turned on (or plugged in).	Connect and turn on the CC121 before launching Cubase.

22803	[Instruments] * Dragging audio data from project into LoopMash may result in wrong tempo detection if there is tempo track data involved.	Cut the desired portion of the audio file, then use "Bounce Selection". Then drag the bounced version into LoopMash.
19122	[Instruments] * If the application is set to background while a plug-in is in the process of loading sample content, it may crash.	Wait until the plug-ins have completed the loading process.
22669	[Instruments] * Prologue, Spector & Mystic may sound different after switching project sample rate.	Do not switch sample rate in the middle of the work on the same project.
18525	[MediaBay] * Media Bay stops scanning (hangs) when there are corrupted media files (mainly video) in the folder.	Please make sure there are no corrupted files in the folders you scan. Further details can be found in the Steinberg Knowledgebase.
22997	[MediaBay] * Overwriting presets from the MediaBay Save Dialog (save VST Preset, save Track Preset, save PatternBank) does not update changes in the meta data.	Don't overwrite the preset but use "make UniqueName" and remove the old preset afterwards, if you want to change meta data.
20923	[MediaBay] * Problems may occur (e.g. impossible to create Track Presets) depending on operating system User Account name.	To avoid potential Media Bay problems, please do not use user names consisting only of CAPITAL letters.
27560	[MediaBay] * Volume databases can not be mounted on Mac OS X if drive is formatted with NTFS, respectively volume databases can not be mounted on PC Windows if drive is formatted with HFS+.	Use a file system format which can be read and written on both platforms (e.g. FAT-32) or consider installing 3rd party software supporting the file system format.
18003	[Mixer] * When plug-ins are dragged between insert slots while "Constrain Delay Compensation" is turned ON, problems with the plug-ins might occur. This applies to plug-ins that introduce a delay, such as e.g. plug-ins from UAD.	Turn "Constrain Delay Compensation" OFF before dragging plug-ins between insert slots.
23797	[Plug-ins] * iLok-protected plug-ins with no valid or an expired license on the iLok key may crash the application.	Make sure to have valid licenses for these products on your iLok key.
19024	[Plug-ins] * Roomworks plug-in stops working after a while (if very extreme parameter values are set).	Avoid using very extreme parameter values like e.g. Reverb Time = minimum / Room Size = maximum value.
11600	[Plug-ins] * Switching the ASIO / Core Audio buffer size can cause a system freeze when certain plug-ins (e.g. Waves RVox) when the plug-ins are active but in Bypass mode.	It's recommended to set the ASIO buffer size with no project loaded.

27326	[Plug-ins] * When working with the 64-bit version of Cubase some 3rd party plug-ins may not work correctly if they are not in compliance with the User Account Control (UAC) feature of Windows. Plug-ins affected by this are e.g. based on the "SynthEdit Audio Plug-in Creator".	Please contact the respective plug-in manufacturer for a solution. As a workaround either start the 32-bit version of Cubase or start the 64-bit version with administrator privileges if you need to work with such plug-ins anyway.
15203	[Recording] * Audio Recording might fail if individual track recording folders were used and the record disk (e.g. Firewire Device) has been removed.	Re-assign track record folder before continuing recording.
19049	[Sequel] * GM Drum Maps are not available after loading a Sequel project.	1. Create a new project with a MIDI track. 2. Open a GM Drum Map and save it. 3. Load your Sequel project and load the previously saved GM Map.
21661	[VariAudio] * Pitch Quantize slider may be sluggish to use if many note segments are selected.	This happens in several minutes long audio files with a lot of note segments. Try to work in smaller sections by cutting and bouncing the audio material.
25731	[Video] * Slow video response and possible other problems with old Matrox graphic cards.	Please consider to change to new graphic components.
23438	[VST Expression] * Negative track delay may not work reliable with VST Expression events.	Avoid using a negative track delay with more than 250ms if you work with VST Expression events.
27882	[Mac Online Help] * If Cubase 5 was previously installed and the online help was opened once, then Cubase 6 will show the Cubase 5 online help instead of the Cubase 6 online help.	Delete this directory: "User/Library/Caches/com.apple.helpd" After that step, you can open the Cubase 6 online help from the "Cubase Help" entry.